

## **AMENDMENTS TO THE CLAIMS**

1. (Previously Presented) A personal interface portable device for electronic card games, comprising:

a thin display screen,

a tactile detection faceplate superimposed on the thin display screen,

control circuits for acting on a game display using the thin display screen in response to the actions detected by the detection faceplate, and

an interface with a central system having a display screen and capable of executing electronic games,

said control circuits and said interface being capable in cooperation with said central system to display a set of cards on said screen, to select a card among said displayed cards, and to extract a selected card from the set, to cause said selected card to be displayed on said central system display screen or to transfer said selected card to a set of cards displayed in an identical device of another user,

wherein the display screen and the faceplate define a concave surface facing the user, whereby the confidentiality of a displayed card hand is ensured.

2. (Cancelled)

3. (Previously Presented) A device according to claim 1, wherein the thin display screen and the detection faceplate are mounted on a handle.

4. (Previously Presented) A device according to claim 3, wherein the handle houses the interface control circuits.

5. (Previously Presented) A device according to claim 4, wherein the handle is equipped with a validation button of a choice made in a tactile manner.

6. (Previously Presented) A device according to any of claims 1 and 3-5, wherein the display screen and the tactile faceplate have a general circular sector shape contour.

7. (Previously Presented) A device according to any of claims 1 and 3-5, wherein the display screen and the tactile faceplate have a general rectangular shape contour.

8. (Previously Presented) An electronic game system for executing electronic card games, comprising:

a central system that comprises a display screen that can represent a game board, and  
a plurality of individual user interface devices for electronic card games, each device including:

a thin display screen,  
a tactile detection faceplate superimposed on the screen,  
control circuits for acting on a game display using the screen in response to the actions detected by the detection faceplate, and  
an interface with said central system having the display and capable of executing electronic games,

wherein the control circuits and interfaces of said devices and said central system cooperate to display sets of cards on said device display screens, the selection of a card among said displayed cards in one of said devices, and the extraction of said selected card from the set for display on said central system display screen or on the display screen of another device, wherein the display screen and the faceplate define a concave surface facing the user, whereby the confidentiality of a card hand for each user is ensured.

9. (Previously Presented) A system according to claim 8, wherein the display screen and the detection faceplate of each user interface device are mounted on a handle of said device.

10. (Previously Presented) A system according to claim 9, wherein the handle houses said interface control circuits.

11. (Previously Presented) A system according to claim 10, wherein the handle is equipped with a validation button of a choice made in a tactile manner.

12. (Previously Presented) A system according to any of claims 8-11, wherein the display screen and the tactile faceplate have a general circular sector shape contour.

13. (Previously Presented) A system according to any of claims 8-11, wherein the display screen and the tactile faceplate have a general rectangular shape contour.